

LAZARIAN

A special home version of the *Bally* MIDWAY Arcade Game.



commodore



64

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INSTRUCTIONS

LAZARIAN

STARTING THE GAME

1. Turn OFF your Commodore 64 before inserting or removing any cartridge.
2. Insert the cartridge, with the label side up, into the expansion port on the back of the Commodore 64. The expansion port is the opening farthest to the right when the keyboard is facing you.
3. Turn ON the Commodore 64. The opening LAZARIAN title page should appear. If the screen remains blank after 5 seconds, turn the computer off, then on again. If this doesn't work, turn the computer OFF and remove the cartridge. Carefully re-insert the cartridge and try again.
4. LAZARIAN is now in demo mode. Press the fire button to start the game.

GAME DESCRIPTION

You are the pilot of a space fighter stationed in a remote sector of our galaxy. Your mission is to rescue stranded starships and to defend your sector of space against all types of hazards. You start with three ships. If one of your ships is destroyed, you get a new, refueled ship at the same point in the game. If you get 14000 points, you're awarded a bonus ship.

PHASE I

In the first phase of the game, one of your sister ships is in trouble and is sending out an SOS. A tight cluster of meteors in separate, interlocking force fields encircles the sister ship. When each force field turns yellow, shoot it to release the meteor it holds. You must release all the meteors before you can move to the center of the circle and rescue your sister ship. You must rescue the

ship before your fuel runs out. You will not be able to refuel until you have succeeded in this rescue.

After the rescue and before your fuel runs out, you must avoid the meteorites coming at you while you destroy the meteors circling around you. When you hit all the meteors, you advance to the next phase of the mission.

PHASE II

In the second phase, your space ship is refueled, and you are sent out to rescue another ship in distress at the top left corner of the screen. To get there, you must overcome several different kinds of deadly obstacles while you work your way through the four levels of a tunnel. You must do this before your fuel runs out.

PHASE III

In the third phase, your ship is refueled once more, and you are sent out to battle the deadly one-eyed space leviathan, LAZARIAN. You can destroy LAZARIAN only by shooting its eye. You must cut away the monster with your upper laser to release the eye. Meanwhile, avoid the missile attacks by dropping back and to the side. Once you release the eye, you'll have to hit it four times to destroy it.

As your skill level increases and you advance further into the game, each successive mission becomes harder to complete.

CONTROLS

LAZARIAN is designed to be used with the JOYSTICK only. Plug your joystick into CONTROL PORT -1. Use the joystick for both movement and fire.

MOVEMENT (assuming the fire button is not pressed)

Push the joystick in the direction you want to move (i.e., up for up, etc.) You can also move diagonally (i.e., up/left, down/right, etc.).

FIRE

When your ship fires, its fuel consumption doubles.

There are two firing modes in LAZARIAN. The first, STATIONARY FIRE, is activated by pressing the fire button when the joystick is in the neutral (straight up) position (you are not trying to move your ship). After the button is pressed (and while you're still holding down the fire button) push the joystick in the direction you wish to fire (up, down, left or right only). The space ship will then fire in the chosen direction. As long as you hold down the button and push the joystick, the ship continues to fire in that direction. To fire in a new direction, simply push the joystick in another direction while you press the fire button. To move your ship again, release the fire button.

To use the other mode of firing, MOBILE FIRE, press the fire button while your ship is moving. The space ship immediately begins to fire in the direction you are currently moving. As long as you hold down the fire button, the ship continues to fire in that direction, even if you change directions later. To select a new firing direction, release the joystick, and press it again while you move in the new direction.

SPECIAL KEYS & FUNCTIONS

The RUN/STOP key acts as a PAUSE button in LAZARIAN. Press the RUN/STOP key at any time (except when your ship is exploding) to freeze the game. Resume play by moving the joystick or by pressing the RUN/STOP key while you hold down the shift key.

The RESTORE key acts as an instant game reset. Hitting this key brings you immediately to the LAZARIAN title page. High scores are not reset.

If all three of your ships are destroyed during your FIRST MISSION ONLY, you can still continue the mission. You must press the fire button within 10 seconds to continue. Your score will be reset to 0, and you will receive 3 new ships.

If your score is one of the three high scores during the current playing session, you will be given the chance to enter your initials for display during demo mode. (Naturally, they will disappear when you turn the computer off. Sorry!). If your score is high enough, you will go to the high score page after the game is over. A question mark will appear where you are to enter your initials. Move the joystick left or right to get to each of your initials. Hit the fire button to enter each initial, and go on to the next one.

DEMO MODE

If you don't hit the fire button when you turn on the LAZARIAN cartridge, the game goes into DEMO MODE. Three of the five LAZARIAN game screens will be displayed, as well as the title page and the high scores of the day. Just hit the joystick fire button to start the game.

SCORE VALUES

	variable —
Meteor liberated	20-100 points each
Meteor destroyed	70 points each
Alien destroyed	70 points each
Fort destroyed	70 points each
Distressed sister ship rescued	1000 points
Pieces of the leviathan destroyed	5 points each
Eye released	1000 points
1st, 2nd, & 3rd laser hit on the eye	500 points each
Final (4th) laser hit on the eye	1000 points

STRATEGY HINTS

Phase I: While freeing meteors from the force fields, try to stay as far away from them as possible to avoid being hit. For the highest score, hit the meteor as soon as its

force field turns yellow. The longer you wait before you hit it, the lower your score will be.

After you enter the red circle and begin destroying meteors, watch out for the small missiles the meteors fire at you. Always give yourself dodging room.

Phase II: Catching your ship on the tunnel slows you down, so be careful.

When you can, dodge the aliens instead of firing at them because firing doubles your fuel consumption. You need a good supply of fuel to get through the tunnels.

Destroy the fort barriers quickly on level 2. You can often slip by without having to destroy all the forts. Watch out for missiles.

At level 3, there are short delays between bursts from the enemy gun emplacements. Wait for these opportunities to slip by, especially in later rounds of play.

Dexterity is the key to dodging the comets at level 4. Always go to the very top or the very bottom of this level of the tunnel when you are dodging.

Phase III: Dig away a tunnel to the eye by firing up while you're moving. Use fire mode 2, which lets you fire while you're in motion. Your ship needs a space only two blocks wide to get close enough to hit the eye, but you'll have more dodging room if you open a three block wide space. Sometimes you may have to back out completely to avoid an on-coming missile cluster. But you must be quick because the pieces of the leviathan regenerate quickly. And beware of the aliens at the side, for they'll fire at you, too.

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This cartridge may only be used with the Commodore 64 system.